

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Original) A method for providing an audio menu, comprising:
  - providing text strings on a server, each text string capable of representing a menu choice;
  - generating audio files, each audio file representing a voiced name of one of the text strings;
  - associating each of the audio files with the text string corresponding thereto;
  - delivering the audio files to a client from the server;
  - presenting a menu on the client that includes menu choices represented by the text strings, the menu choices being capable of being highlighted or selected;
  - playing the audio file on the client when the associated menu choice is highlighted.
2. (Original) The method of claim 1, further comprising:
  - providing a remote control that can navigate through the menu on the client.
3. (Original) The method of claim 1, wherein:
  - the voiced names are in a language other than English.
4. (Original) The method of claim 1, wherein:
  - the client is capable of playing music; and
  - playing the audio file when music is playing does not stop the music from playing.
5. (Original) The method of claim 4, wherein:
  - the client produces audio output in at least two channels; and
  - the audio file is output through only one channel.
6. (Original) The method of claim 5, wherein:
  - exactly two channels are used for the client's audio output, the two channels being a left channel and a right channel.
7. (Original) The method of claim 4, wherein:
  - the audio file is mixed with the music when the music is playing.

8. (Original) A method for creating audio menu components, comprising:  
    providing a text string that represents a menu component, whereby the menu component is one of several options that can be selected from a displayed menu on a client device;  
    generating an audio file that is an audio representation of the menu component;  
    delivering the audio file to a client device.
9. (Original) The method of claim 8, further comprising:  
    playing the audio file; and  
    requesting approval of the played audio file prior to delivering the audio file to a client device.
10. (Original) The method of claim 9, wherein:  
    generating the audio file is accomplished via a text-to-speech algorithm.
11. (Original) The method of claim 10, wherein:  
    if approval is not given, providing an opportunity to modify the text string; and  
    if the text string is modified,  
        replacing the audio file with a new audio file generated from the modified text string,  
        playing the audio file, and  
        requesting approval of the played audio file.
12. (Original) The method of claim 11, wherein:  
    if the text string is not modified, providing an opportunity to replace the audio file with a new audio file generated from an audio recording.
13. (Original) The method of claim 8, wherein:  
    the audio file generation includes at least compression of the audio file.
14. (Original) The method of claim 8, wherein:  
    the delivery of the audio files includes embedding the audio files in metadata.

15. (Original) The method of claim 8, further comprising:  
determining whether the audio file is present on the client device;  
wherein, delivering the audio files is performed only if the audio file is not present on the client device.
16. (Original) A server comprising:  
a processor; and  
memory, operably connected with the processor;  
wherein the processor is operable to perform instructions including  
providing a text string that represents a menu component, whereby the menu component is one of several options that can be selected from a menu on a client device;  
generating an audio file that is an audio representation of the menu component;  
delivering the audio files to a client device.
17. (Currently amended) A method of using audio files in a menu comprising:  
receiving an audio file ~~from a server~~ that is an audio representation of a menu component, whereby the menu component is one of several options that is selectable from the menu; and  
~~updating the menu to include the menu component; and~~  
playing the audio file when the menu component is chosen ~~highlighted~~.
18. (Currently amended) The method of claim 17, wherein:  
the menu includes menu components that have not been received ~~by the server~~; and  
pre-packaged audio files are associated with the menu components that have not been received ~~by the server~~.
19. (Original) The method of claim 17, wherein:  
the audio file is played only after the menu component has been highlighted for a predetermined period of time.

20. (Currently amended) A client device comprising:  
a processor; and  
a memory, operably connected with the processor;  
wherein the processor is operable to perform instructions including  
receiving an audio file ~~from a server~~ that is an audio representation of a menu  
component, whereby the menu component is one of several options that can be selected  
from a menu;  
updating the menu to include the menu component  
playing the audio file when the menu component is chosen ~~highlighted~~.
21. (Currently amended) A media management system comprising:  
a media database that stores media files;  
media collection records that include data relating to groupings of the media files;  
media records that include metadata relating to the media files;  
a voiced names database that stores audio files; and  
~~string~~ association records that associate the audio files with data from the media  
collection records and metadata from the media records.
22. (Original) The media management system of claim 21, wherein:  
the media management system is executed on a portable digital music player.
23. (New) The method of claim 17, wherein the audio file is received from a server.
24. (New) The method of claim 17, wherein the menu component is highlighted when chosen.
25. (New) The method of claim 17, wherein said method further comprises:  
updating the menu to include the menu component.
26. (New) A client device comprising:  
a processor; and  
a memory, operatively connected with the processor, the memory storing media content  
and metadata for a plurality of media items, the memory also storing audio content associated  
with the metadata for the media items;

wherein the processor is operable to perform instructions including receiving a selection of one of the media items and then playing the audio content for at least a portion of the metadata associated with the selected one of the media items.

27. (New) A client device as recited in claim 26, wherein the processor is further operable to perform instructions including playing the media content for the selected one of the media items concurrently with the playing the audio content for at least the portion of the metadata associated with the selected one of the media items.